Assignment – 2 (Challenging Task)

30.09.2021

2. Modeling Business Problem

Toy recommendation Application

- The customer enters the store to buy a toy
- It has to be a toy that his daughter likes and it must cost less than 50 Euro.
- An assistant helps him.
- The suitability of the toy depends on the age of the child.
- His daughter is 10 years old
- The assistant recommends another type of toy, namely the board game "Monopoly". For this game, the players must be older than 8.
- The assistant also suggests a game collection which is also a toy that consists of many separate game like chess, card-game. For this collection, the players must be older than 5

Fig. 2. Textual Analysis

Problem Description:

- An application is required for Toy Outlet to offer a list of suitable toys for the child based on certain criteria (age, gender, price-range etc.).
- Based on the data provided / entered by the customer, the application will show a list of toys that best suit the child.
- The application will use methods/algorithms and constraints to select the toy.
- Customers can view the various toys displayed by the app.
- **Analyze the problem given in text form** (see Fig. 2)**. Appropriately handle any missing information/requirements by making reasonable assumptions.**

Formulate a general programming solution (including class diagram) as per the above scenario and given description.

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By: Prof. Anand Motwani,
Faculty SCSE,
VIT Bhopal University